HOLY WAR
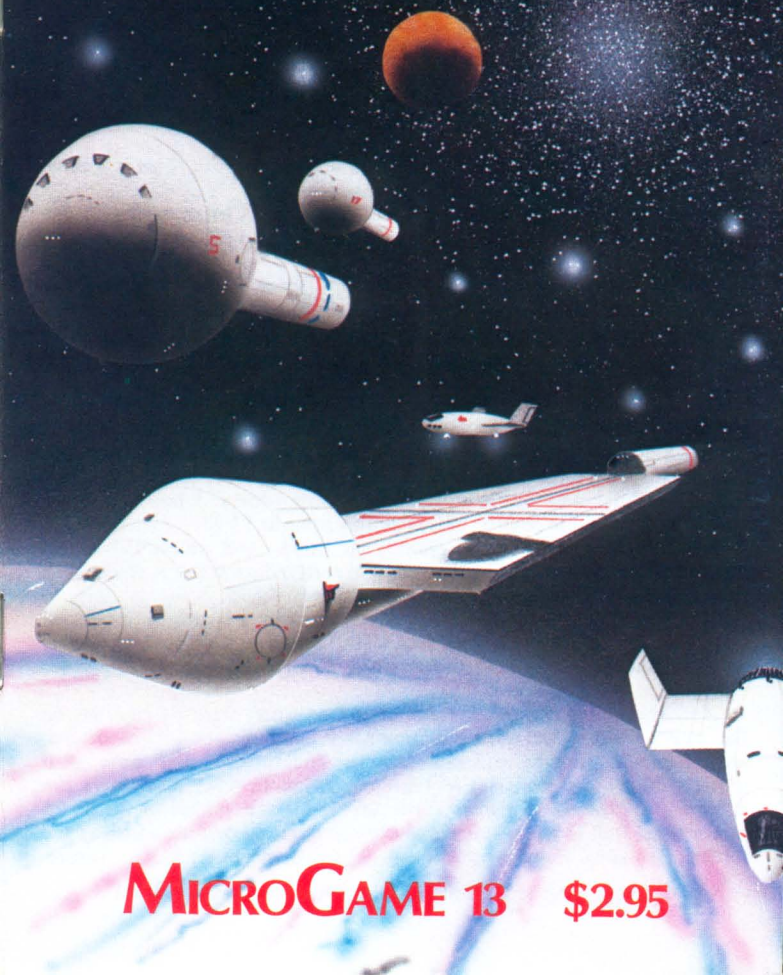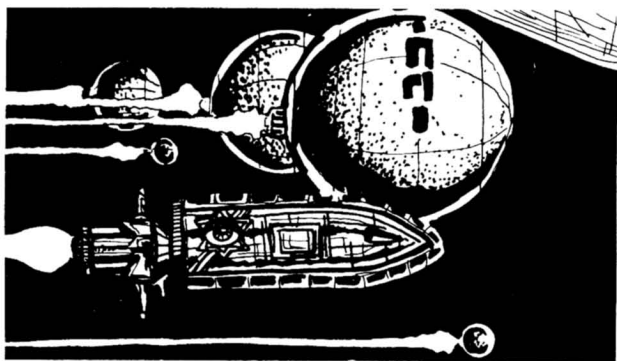
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HOLY WAR

The Religious Wars in Amtik

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and Howard Thompson
Graphic Design by Ben Ostrander
Typesetting by Donna Baker

> *...... We doctors know*
> *a hopeless case if-listen: there's a*
> *hell of a good universe next door; let's go*
>
> *e.e. cummings*

I.   RATIONALE

Lacking lungs, tongue or mouth, properly he had no consonantal name. However, a self-referential symbol set, the segments of which were also used to label amino acids, yields the transliteration AMTIK: one both fair and indicative of the being's logical capacity.

Data from a drifting sub-section shows he created the PYgger field, but its specifications were lost in Amtik's regrettably destroyed lead node. The PYgger was an artificial and selective discontinuity field with serial capability, allowing segmental data flow through a phasing or mobile edge with the all-or-nothing property of the x quantum jump.

Setting such a field around an anomaly 120-180km in diameter, Amtik thereby isolated a black hole from the universe at large, thus forcing the explosive expansion of the anomaly's Schwarzchild radius. This apparently was considered the operational equivalent of the big bang.

No doubt, the cloudy 400,000km-long being knew joy as the experiment unfolded. The tiny mass of Amtik's universe allowed a speed of light and time at factors many thousands of times higher than in this universe. Within months, stars formed, novae occured, and twisting dust augurred planetary formation. Sensing into the evolving mini-universe, Amtik saw many more than the average of 8-14 stars. The mini-universe was only about 30 light years in curcumference, and starlight circled it in many directions before tiring too much to be seen.

A few minutes before the end, at the edge of his instruments' resolving power, Amtik noticed a regularly-shaped pyramid on one of the planets. Almost immediately, strange lighted areas, steadily visible through the planet's grey rotational whirl of night and day, sprang up. Strings of light connected the stars. Inescapably, life had formed.

Ignorantly, the intelligent cloud had not considered planets as abodes for sentient life. Now grasping the point, Amtik worried; for the space-time curvature of his experimental universe was necessarily imperfect to allow for his sensor points, DAR RE and DAR PESH on the game map. Adequate mass could, however, force entry through those points (or seams) into the serial PYgger serving disjunctively as data collector and transmitter, through universe one to two to three, like the layers of an onion. If material entities reached universe two, the PYgger would disengage, leaving the entities in universe three, approximately in Amtik's midsection.

The great being's ethical quandary was immense. By willing off the PYggers and returning universe one to its original condition, he condemned billions to death. If he did not, and they exited through his sensors, they would accidentally exit through him, wrapped cosily around the PYgger. Whatever Amtik decided, its effect had to travel thousands of kilometers. . .years in universe-three time. And in that time, universe three fought a war.

Like all peoples, the Eltani ("all ground souls") constantly argued the existence or nature of God. Because no one agreed on the pertinancy of the evidence, the argument never ceased. But, data now lay before the Grand Colloquium which forced a turning in the debate.

The Subek Expedition had returned from the magnetically positive Dar Pesh region at the "top" of the universe. They had found Amtik's sensor ducts. Samples had been taken of those vast cylinders of strangely spongey metal and their meaning experimentally demonstrated. They were artificial data receptors that led out of, in an unfathomable way, the universe they knew.

This knowledge proved the existence of a being, but it did not prove divinity. The simple actuality of the sensors, critics emphasized, indicated that the Builder was limited in intrinsic capability. Further, and contrary to Holy Band (universal church) doctrine, the being seemed either not to be home or was willfully refusing communication with the dwellers in the universe. The Holy Band, so-called after a trick of Amtik's PYgger field forced much of the universe-spanning starlight into an equatorial 60 degree circle, was torn by dissension. They had for centuries unsuccessfully attempted material communication with the creator.

Conversely, the finding buoyed the *Tal-Clab* (derisive, "Sunthrowers"), who found in it confirmation of the Aesthetic of Serendipity: life was not an end but a by-product of systems design.

The conservative Colloquium rejected the expedition report, but split evenly on the need to publically release the data. Here the problem ceased to be traditional, impinging as it did upon the new infor-

mational perogatives of merchant and technical classes. Less than that has started wars. Even as Amtik considered closing the circuit to send his creation back to a chaos of stripped and lifeless atoms, the great warships of the Eltani nosed outwards to the stars.
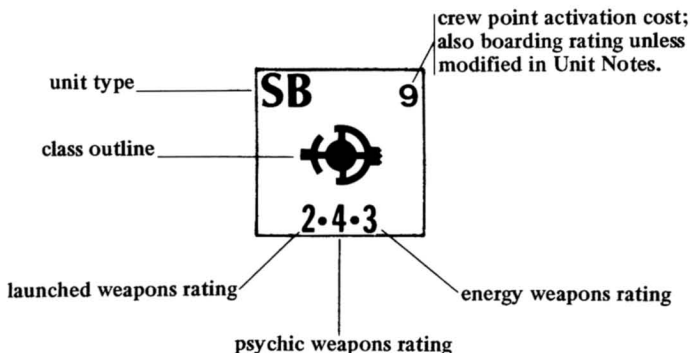
II. GAME COMPONENTS

The map schematically represents three-dimensional space. Each series of seven connected hexagons is a column stack of cubic, light-year volumes, i.e. levels situated above or below each other. Each level is considered adjacent to its neighbor levels of the same size. *EXAMPLE:* Talmaf, in the upper-left corner of the map, is adjacent not only to the next highest level of its own column but also adjacent to the three nearest top levels of the three nearest columns AND to their next highest levels as well.

Levels are arranged in a spiral of descending size in order to make plain their vertical relation. The smallest level is that level furthest away as looked at from above. Each level represents a cubic light year. Each game turn represents one Eltani day.

The sweeping red lines are Warp Lines, unusually accessible folds of space in Amtik's universe. Warp Lines may only be entered or left at a level where the Warp Lines open out.

The fifteen red circles around certain levels represent the fifteen solar systems in Amtik's universe. Each is named. Additionally, two levels are stippled and named. These are Dar Pesh and Dar Re, the positive and negative seams through which Amtik's sensor ducts intrude.

COUNTER INFORMATION:

unit type

crew point activation cost; also boarding rating unless modified in Unit Notes.

SB   9

class outline

2·4·3

launched weapons rating

energy weapons rating

psychic weapons rating

Talmaf
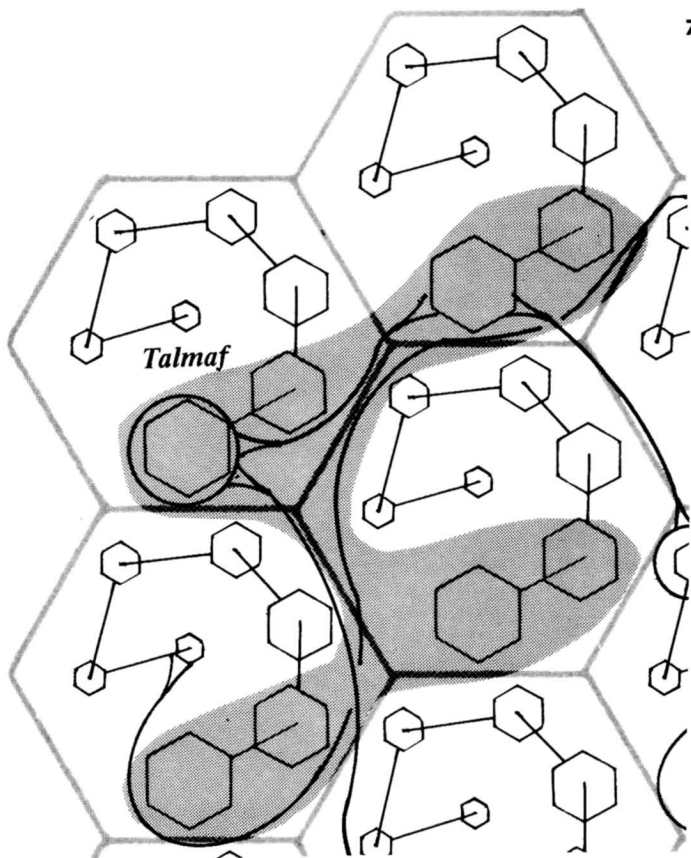
EXAMPLE OF ADJACENCY

III. STARTING THE GAME

To determine who will play each side, roll a die; high roller chooses Holy Band or Sunthrowers. The low roller is the other side and chooses the first system of the fifteen which he wants to control, putting one of his StarGuard counters on it to indicate his ownership. Players alternately choose and mark systems until each has chosen five. Place neutral StarGuard counters on the remaining five systems. Their allegiance will be determined later. Players then each activate no more than units costing 100 crew points. Crew Points may be saved to be spent in later turns. Follow turn activity phases as per the Turn Sequence below.

IV. GAME TURN SEQUENCE

1. *ACTIVATE UNITS:* On the second turn and thereafter, players receive ten "at-large" crew points, regardless of how many systems they hold, plus three crew points for each system marked by a friendly StarGuard. Crew points are used to activate new units.
2. *SUNTHROWER MOVEMENT PHASE.*
3. *SUNTHROWER COMBAT PHASE.*
4. *HOLY BAND MOVEMENT PHASE.*
5. *HOLY BAND COMBAT PHASE.*
6. *NEUTRAL JUDGMENT PHASE.* Given the circumstances, one side may attempt to enlist one or two neutral systems on his side.

According to applicable conditions players repeat these phases a minimum of seven times before the game is over.

V. VICTORY CONDITIONS

Note that in the following conditions, the two seams, or sensor ducts (Dar and Re and Dar Pesh), located on the central-upper and central-lower parts of the map, are of primary importance.

Sunthrower Victory: The Sunthrower player must keep a star and at least one Pressorship in either sensor duct through the Holy Band player's portion of the turn.

Holy Band Minor Victory: The Holy Band player must not allow the above Sunthrower victory in seven game turns.

Holy Band Major Victory: If the Holy Band player prevents a Sunthrower victory by the end of seven turns, the Holy Band player may, at his or her option, attempt a Major Victory. Attempting a major victory automatically extends the amount of time available for a Sunthrower victory.

At the end of the eighth turn and thereafter, the Holy Band player rolls the die and records the result. The first time a die roll repeats, Amtik has turned off the universe. However, if the Holy Band player rolls a six in this series, and has at least one emissary of prayer unit in either sensor duct, then the Holy Band actually made contact with Amtik via his data devices, and has convinced Amtik not to shut down universe-three. A six rolled without an emissary present has no effect, unless it is the second six rolled; in which case, the universe is turned off. The Holy Band minor victory would still stand.

These victory conditions are exclusive. The Sunthrower victory always takes precedence: that victory, by definition, disrupts Amtik and ends his suzerainty.

VI. MOVEMENT

Movement is a function of a unit's position at the start of a turn. Though the StarGuard is immobile, all other combat units have exactly the same capacity to move. There are no movement points or allow-

ances. All of a player's units may move during his movement phase. A unit may move only once during a turn.

Unit counters move face down on the map. Task force counters also move face down, as do stars being moved by pressorships. If a pressorship, moving a star is destroyed, the star is placed face up.
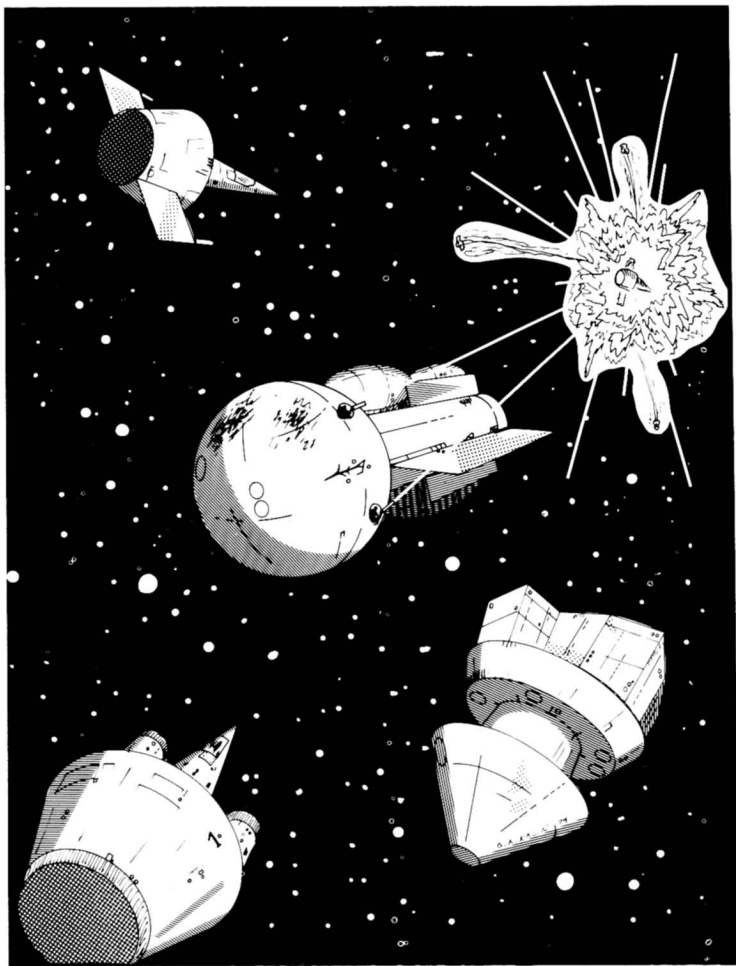
Movement may not be made through a level occupied by neutral or unfriendly units, but must halt for combat in any level so occupied. Movement onto a neutral or enemy occupied level automatically constitutes an attack.

WARP LINE MOVEMENT: The map's sweeping warp lines represent unusually accessible folds of space that provied movement short-cuts. All Warp Lines begin and end on a level, constituting the only point at which a Warp Line may be entered or exited. Warp Line entry levels are those levels in which Warp Lines widen and apparently end. As long as two or more Warp Lines end in a single level, units may continue to move along Warp Lines beyond the end of the first Warp Line. Depending upon their actual distribution and the positioning of blocking enemy units, Warp Lines can form a network of movement for ship units. Travel along such a network is instantaneous, with units ending movement at a level either at the moving player's wish or because an enemy unit blocks that level. A blocking unit at one level does not necessarily deny the rest of the network to either player.

MOVEMENT AIDED BY WARP LINE GENERATORS: Warp Line Generators (WLG) may create new Warp Lines that are open only to friendly units. Such new Warp Lines are artificial and exist only as long as the WLG is in place. A WLG *(vulg kankal)* projects new Warp Lines one level in every direction from the level it is on. Friendly units may move through such WLG connected levels just as though Warp Lines existed on the map. WLG Warp Lines are in existence as soon as a WLG stops movement. The generators may not themselves move through self-generated Warp Lines.

INTER-LEVEL JUMPS: Lacking Warp Lines or a Warp Line Generator, mobile units always may move a distance of one level, vertically, diagonally, or horizontally each turn. Such a jump constitutes an entire move. Warp Line movement may not be included in the movement of a unit which has also jumped. Jumps and warps are exclusive.

EXTENDED INTER-LEVEL JUMPS: At risk of "dispersal", units may jump more than one level in one turn. Each attempt includes a unit-by-unit die roll for dispersal. The risk depends entirely upon the jump distance in levels attempted:

> warp 2 (2 levels) - 6 dispersed
> warp 3 (3 levels) - 5,6 dispersed
> warp 4 (4 levels) - 4,5,6 dispersed
> warp 5 (5 levels) - 3,4,5,6 dispersed
> warp 6 (6 or more levels) - 2,3,4,5,6 dispersed

Having rolled dispersal for a unit, the player allows his opponent to put the dispersed unit on any map level empty of units. If more than one unit is dispersed, the units may not be placed on the same level.

MOVEMENT PROHIBITIONS: In the scope of a daily game turn, movement by Warp Line and by jumps may not be made by the same
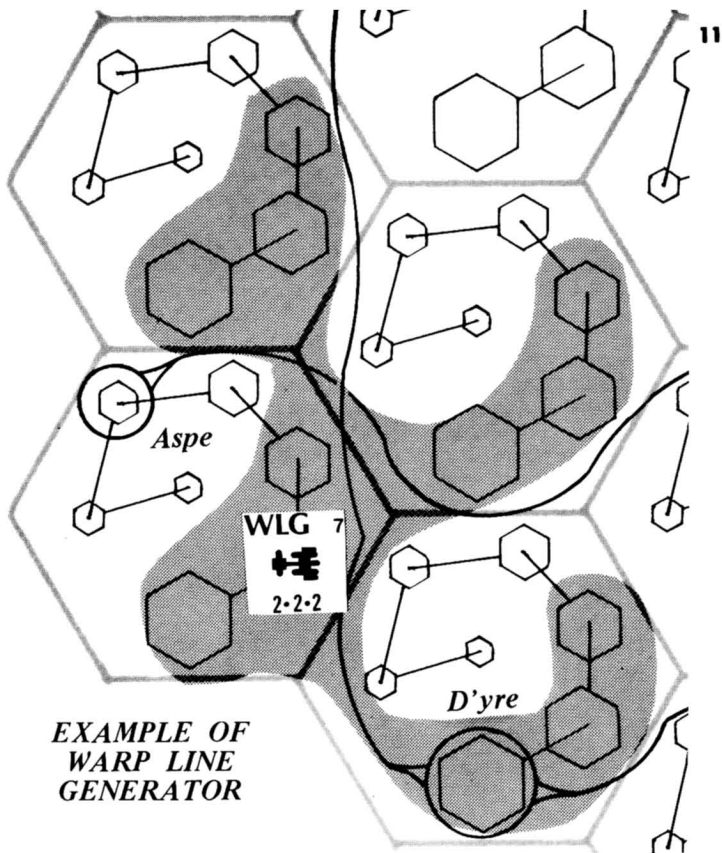
EXAMPLE OF WARP LINE GENERATOR

unit in the same phase. A unit may, however, move to a level by extended jump in the movement phase, then break off combat in the combat phase by moving away through a Warp Line.

STELLAR MOVEMENT: In HOLY WAR the very stars move, though only the Sunthrower player may move stars by using his Pressorships. One Pressorship may move a star one level per turn. The Pressorship must begin movement in the same level as the star. A star may not be moved if occupied by a friendly StarGuard or other neutral or enemy units.

VII. ACTIVATION OF FORCES

Concerned as they were with the implications of their bizarre universe, the Eltani were philosopher-scholars to an unusual degree. Only with difficulty could they accept the need for deadly action, though once committed to fighting, their logic admitted nothing short

of ferocity. Both sides agonized about training crews to kill. Accelerated hypnotic routines could achieve this in a day. That very speed provided the factions with the easy and identical excuse of not training crews until the need was inescapable. Of ships there were plenty; crews were the weak link in both Eltani war machines.

Except for StarGuards, which do not cost crew points, units of both sides have a crew point rating in parenthesis in the upper right-hand corner of the counter. This point rating is the crew point cost to activate the unit. Activation must be complete, and must occur in a single activation phase. Units which are partially manned may not be activated. Excess crew points should be noted on scratch paper and saved for later use.

Ships activated may appear in any combination on any system level occupied by a player. Units built during the build phases can come from the dead pile and from the leftover units from the initial build phase. Each player receives three crew points per friendly StarGuard on the map per activation phase. Each player also receives ten additional crew points per activation phase without regard to the number of systems the player controls. These latter points simulate the presence on both sides of hidden deep space manufacturing colonies.

EMERGENCY PROCESSING: Any time a player first reaches minus two on the neutrals chart, he receives an additional 8 crew points in the following activation phase. This allotment is received only in the immediately following activation phase. If a player moves up from minus two and later falls back again, they again receive the emergency allotment.

VIII. COMBAT

Combat occurs when units of both players occupy the same level at the end of a player's movement. Combat in a level ends when ships of one player have all been destroyed or dispersed. Each level contested by both players' units is treated as a separate combat. Rounds of combat are conducted in each level in a series of steps. All combat rounds in one level should be completed before combat in another level starts.

STEPS OF COMBAT

1. DENIAL OF COMBAT: Before the initial round of combat in a level, either player may elect to withdraw all of his units to any unoccupied adjacent level. Once begun, combat must be completed for all units involved.

2. ORDERING FLIGHTS: Players remove combatant units from the map, leaving a marker in the contested level. Players secretly allot their units into Flights of four units each in any arrangement they choose. Include Starguards as well as stars being moved in Flights. Moving stars do not count as one of the four units of a Flight. The last Flight arranged and revealed should be the Flight for which there may not be sufficient units for a Flight of four.

3. WEAPON SYSTEM SELECTION: A die is rolled to determine the weapon system that will be applicable to a round of combat. A roll of 1 or 2 means Launched Weapons (LW). A roll of 3 or 4 means Energy Weapons (EW). A roll of 5 or 6 means Psychic Weapons (PW). The determined weapon system applies to both players' ships for the combat round. A new roll is made for subsequent combat rounds. If Psychic Weapons are rolled the Boarding rule may be applicable.

4. REVEALING FLIGHTS: The attacker, the second player to move units into a level, reveals one Flight, thus committing it to combat. The defender reveals a Flight. The rest of the unrevealed Flights of both players remain hidden until a later round. Flights may not be rearranged once determined. Flights are revealed once each combat round until all Flights have been revealed. If one player has more Flights in a combat than the other all his remaining Flights are brought into combat in the round after the other player has committed his last Flight. Flights revealed join combatant units surviving earlier rounds of combat.

5. COMBAT DIFFERENTIAL: Each player totals the applicable weapon system strengths from their ships in combat. Subtract the smaller total from the larger to yield the Differential. The Differential is used to determine the column of the Combat Results Table used in a combat round. If the applicable weapon system is Psychic Weapons the player with the higher total Psychic Weapon strength may choose to utilize the Boarding rule. Boarding is used instead of the Combat Results Table if Boarding is selected.

For example, a player with a Differential of +3 in his favor, the player with the larger total, would use the 1 to 3 column of the Combat Results Table. His opponent would have a Differential of −3 and would use the −1 to −3 column of the Combat Results Table.

6. COMBAT RESULT: Each player rolls a single die to determine the effectiveness of his ships in combat. The result of combat for each player is found at the intersection of his Differential column and the row number corresponding to his die roll. For example, a player with a differential of +3 who rolls a four would get a LW/EW result.

This combat result is applied to all opposing ships in a combat. Damage markers are placed by ships that receive an LW, EW or PW result, using the LW, EW or PW markers. For example, if the LW/EW result had been achieved each opposing ship in the contested level would have an LW and an EW marker laid by it.

7. ENDING COMBAT: When all ships of one player have been destroyed or dispersed out of a combat level, then combat is ended in that level. If not, then another combat round ensues, starting again at step three and continuing through step seven.

BOARDING: When Psychic Weapons are rolled for a combat round the player with a PW Differential greater than zero may try to board enemy ships and capture the crew. The Boarding attempt is made instead of rolling for damage on the Combat Results Table.

A unit attempting to Board an enemy ship computes an odds ratio by dividing the opponent's PW strength into the PW strength of the Boarding unit and rounding down to one of the ratios used as Boarding Table column headings. The Boarding player rolls a die and reads the result of the Boarding attempt at the intersection of the column corresponding to the odds ratio and the row corresponding to the die roll number. For example, a die roll of five and a ratio of three to one would be read under the 3-1 column at the five row, "C" capture result. The capturing player removes the captured unit from play and adds its Build Point cost (BP) to his activation total for use next turn.

Boarding attempts are made on a unit by unit basis. Ships may not combine PW strengths in attempting a capture. A single unit may attempt to Board more than one enemy ship as long as its PW strength is divided between Boarding attempts.

Starguards (SG) and Star Busters (SB) may not be Boarded. Sunthrower Field Generator Ships (FGS), Missile Packs (MP) and Ground Support Teams (GST) also may not be Boarded.

Example: A Holy Band Ranger attempts to board a Sunthrowers' Pressorship. The odds are 5 to 2, which rounds down to a 2 to 1 on the boarding table. The Holy Band rolls the die and gets a result of 5. The Pressorship is captured, and the Holy Band player adds 8 BPs to his BP total for next turn.

Example: The Holy Band Psycheship attempts to board the Jammerswarm of the Sunthrower player. The odds are 7 to 1, which rounds down to 5 to 1 on the boarding table. The Holy Band player rolls the die and gets a result of 2. The Jammerswarm is captured. In the same turn, due to its extra capability in this area, the Psycheship attempts to board a Ranger ship of the Sunthrower player. The odds are 7 to 4, which rounds down to 1 to 1 on the boarding table. The Holy Band player rolls the die and gets a result of 4. The Ranger ship is not captured.

IX. NEUTRAL SYSTEMS

Unless a player is at plus five on the neutrals chart, neutral systems may not be passed through by combatants. Neutral systems otherwise entered by a combatant constitute an attack, and the opposing player handles the neutral's side of the fight.

Players ally with neutrals in the following fashion. Place each player's Neutral Judgment marker at zero on the map Neutrals Chart. If a player loses a battle, adjust his marker one to the minus side. If a player wins a battle, adjust his marker one to the plus side.

"Battle": if you fend off an attack on a system, or if you **take** from an opponent any level which you did not previously control or were unable to move through, this constitutes a battle. Actions against neutrals do not count as battles. Markers halt at minus two and plus five.

If a Neutral Judgment marker (s) reaches the plus side, the owner of the marker rolls, as per the Chart, to make one or two alliances that turn, first pointing out the desired alliance, then rolling. If the die roll is even, the alliance is secured for that player, and that player's Starguard immediately replaces the neutral marker. If both players are on the plus side, the Holy Band always rolls and chooses first. A player may not roll twice for the same neutral system in a turn. Players at plus five may move through neutrals as though empty space.

Conquering a Neutral: The conquest of a single neutral automatically gives the opposing player a plus five for the remainder of the game, unless or until he also has conquered a neutral.

X. FORCE COUNTERS

The use of force counters is optional. Each player has six, labelled "A through F". If used, make six boxes on scratch paper; label the boxes "A through F". These boxes hold the units represented by the force counters. All rules pertaining to movement are true for force counters, and unit movement between force counters must be represented on the map. A force counter must represent at least one mobile unit; a force counter never represents only a Starguard, or nothing at all.

XI. A NOTE ON SPACE COMBAT

In depicting combat in space, science fiction (movies in particular) long has conveyed rather simplistic models of WWI and WWII fighting. Tiny craft, for instance, are normally depicted as faster than large ("lumbering" is frequently the adjective) ships; this is indeed true, or can be true, on Earth, where conditions force trade-offs between mass/heavy weapons and speed/maneuverability. But conditions in space are not egalitarian.

For general expectations, sub-light ship speed would be limited by the size of engine, if the types involved are equal, and by the mechanics of relativity which demand (at near-light speeds) great increments of mass/energy for tiny increments of speed. (There is also the problem of interstellar particles at high speeds turning the noses of ships into little atomic battlefields, to the misfortune of hull and crew.)

In space, ranges are unlimited by terrain or earth curvature, visibility is absolute, and surprise probably possible only strategically. In such conditions, the faster ship will be the one also with the bigger and better weapons; engine performance will tie directly to range and breadth of energy and field weapons. Evasive maneuvers carried out by necessarily shallow curves at even .1c speeds will hardly challenge sophisticated fire control and titanic-aperture lasers (free of planetary weight deformations, lasers theoretically can be of any size). The next time you watch Battlestar Galactica, ask yourself how well an F-16 would fare against an energy beam with a diameter of 2000km: in space, given quality, bigger is better.
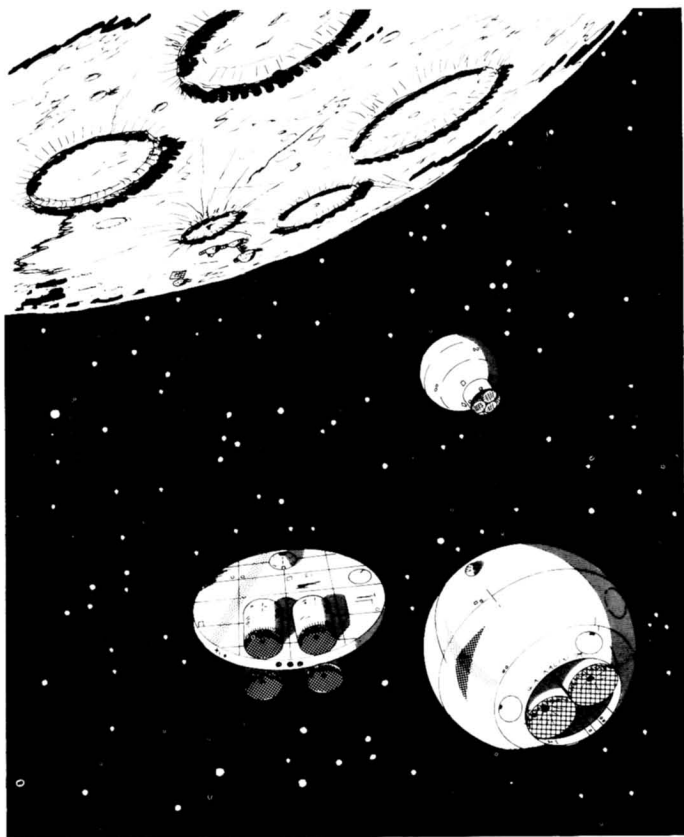
Humility alone designs
Those short but admirable lines
By which, ungirt and unconstrained,
Things greater are in less contained.

Andrew Marvell

XII. SHIP UNIT NOTES

GENERAL COMMENTS: (a) All large-unit propulsion just before break-out is by oppositively-charged anomalies, usually mass-tailored for precise balance. (b) Crew complements are an average of serving crews. (c) Mass refers to normal fighting mass, in metric tons; all mass

figures are exclusive of anomalies. (d) Length includes main hull only. (e) The game counter mix does not purport to be the actual number of warships involved, but does represent the approximate balance of strength. (f) Where of interest, the Eltani name for a unit is given.

EMISSARY OF PRAYER (EP *vas val*, or fearing tongue) Such ships have a complement of 120 monks, who have undergone an extremely lengthy, rigorous, and expensive ritual of purification. A *vas val* is well enough armed to be useful in battle, but much of its 600,000t bulk was devoted to signal devices spanning every cranny of the EM specturm. A *vas val* measures about 7km long and broad and is shaped something like a manhole cover.

GAME USE: At least one Emissary of Prayer must be in either sensor duct to enable a major victory; see also Starbuster rules.

FIELD GENERATOR SHIP (FGS *ir kankal*, impatient lover) Complement of 3300, secondary batteries of missile and energy weapons. Length 2km; masses 4.8 million tons. Field power is supplied by rotational graze of balanced anomalies.

GROUND SUPPORT TEAM (GST *tan eche*, world blanket) Variable force, but averaged 55 ships with about 40,000 cortex-suspended political defenestrators, police, and communication experts. Most effect against system defenses, but average small mass of a ship, about 30,000t, prevented mounting weaponry strong enough to stand up long in deep space combat.

GAME USE: Tripled against StarGuards only.

JAMMERSWARM (JS) After early Sunthrower reverses, a command faction panicked and built one Jammerswarm, a cloud of small ships mainly equipped with shifting field lenses which blocked or broke up Amtik-bound signals from Emissaries of Prayer. This was illogical, of course: if the Sunthrowers really believed the signals could affect the outcome of the war, given the nature of gods, they would not have dared block such communication. An unknown quantity of ships, but averaging no more than 12,000t each; about seven crew each; probably 300 ships in the swarm.

GAME USE: Neutralize the signals of any Holy Band Emissary of Prayer ship within one level in any direction.

LUCKSHIP (LS *gelon* literally, never trips; makes no mistake) Extrasensory perception received heavy study by the Eltani, apparently with the hope that the rigor of science and the mysticism of religion would blend here meaningfully. The Luckship represents the greatest achievement of the opposing moderate wings. Little is known of the actual vehicles, except that both featured hexagonal knobby arrays called *y-tan* (little worlds) which acted as both receptors and transmitters of PK waves. Complement about 200, with many (very rare) PK sensitives; probably 600,000t and 1.5km long.

GAME USE: A Luckship adds one to each friendly die roll made for events in the level occupied by the Luckship. This applies to Combat Results Table and the Boarding Table. The addition is optional, not mandatory. If the enemy Luckship is in the same level, both work independently.

MISSILE PACK (MP) Consisted of a manned command ship accompanied by 40-50 multi-tubed drones which packed the missiles. About 1000 crew, 2 million tons for complete group; main ship 1.5km, drone 0.2km. Fragile, but impressive in impact if the opposition lacked counterfire. Very skinny command ship gave drone profile from front and back.

PRESSORSHIP (PS) About 8km long with many spines to which *ipital* (robot subships) attached while the unit made interstellar movement. The *ipital* acted in miniature something like Amtik's mysterious PYgger field. Enough subships arranged precisely around a star opened a window through which the star fell. The Pressorship then gathered up its component parts and headed after the star. The process took slightly longer than one day per jump. Complement 2100; mass 2 billion tons.

GAME USE: Pressorships have the ability to move one star **one** level in one turn. A pressorship must be in a seam with a star throughout the Holy Band portion of a turn for Sunthrower victory.

PROBE (P *t'ja*, seer) An early tactical concept paired a Probe, a generator ship, and two Rangers as a basic reaction force. Unfortunately, when tried, the group always encountered Starcruiser main battle groups, and the concept died from bad reputation. They were the only conical or wedge-shaped ships, which allowed maximum dispersal of EW fire. Complement 700; mass 1.1 million tons; length, 3km.

GAME USE: Probes have no unnoted capabilities.

Optional rule: Probe ships may detect the presence of Starcruisers or Field Generator ships only in otherwise hidden forces by sending them into a suspect level first. On a die roll of:

- 1-4 opposition player must state number of SCs & FGs; probe returns to start point;
- 5 probe detect number of SCs & FGs, receives EW damage, remains in detect level;
- 6 probe destroyed, no information received (P is destroyed whether or not any enemy forces actually exist in the hex).

PSYCHESHIP (PKS *efgelon*, we trip you) The Holy Band followed ESP research attentively and by the fourth day of the war had rebuilt a Probe ship to mentally convert Sunthrower units. The amplifiers aboard literally re-programmed brain circuits to agree with the goals of the Holy Band. Use of the ship was devastating, but too late to affect the war. Complement 480; mass 850,000t; length 1.7km.

GAME USE: A PKS may board more than one unit in a combat round, up to that crew point equal to the PKS's PW rating. Not used against StarGuards.

RANGER (R *vam*, bully) A compromise between fully useful size and the need to defend more than one or two points. Non-situational weaponry, about as good in one sort of fight as another. Complement 2300-2600; mass 4.1 million tons; length 6km.

STARBUSTER (SB *eche tihn*, god hurter) A weapon of desperation. There were difficulties in convincing friendly technicians of the righteousness of the idea. Expense here refers to completion time and the drain on enthusiasm. In entering the stellar interior, this drone craft's fields increased the central burn temperatures by a factor of 10 to the 3-4 power while minimizing normal convection. At a pre-calculated point the fields switched off, destroying the Starbuster, and sending the stellar core hurtling out through the remainder of the star in an eruption nearly 50% efficient. Complement zero; mass 6.7 million tons; length 11km.

GAME USE: A SB destroys a star if there is no other way to prevent the Sunthrowers from sending the star through a seam. The Starbuster may not be used unless an Emissary of Prayer is at a seam to explain to Amtik the necessity of the Holy Band's action. At the end of any combat phase at the level of a moving star in which the Starbuster has participated and survived, the SB automatically destroys the star and all units in the same level. Starbusters may not destroy stars in the level of a seam, since doing so might (at that near range) accidentally accomplish the Sunthrower mission.

STARCRUISER (SC *tal des*, or star noble; literally, master of light) The balance point between armament and mobility, a craft sized by information theory comparing system size and significant dysfunction. Completely weaponed, including exotic items like condensor clouds and linkages for demi-lunar manipulation. Three in a team were a match for a solar system. Complement, 4500; mass, 10 million tons; length, 9km.

STARGUARD (SG *brev'tal bir*, against the cold) The opposite of a Starcruiser, since the diffusion of thousands of discrete members initially lacks any significant target. An SC might cut for hours through this jungle of tiny ships, mines, etc., until suddenly there were more targets than fire control could handle. Once such a ship began to take damage, the Starguard units quickly stung it to death. Total spherical complement about 4 million; mass 40 million tons; length about 100km.

GAME USE: SGs may not be moved or boarded. Active or neutral, they act as control markers as well. Only one SG ever apeears in a system at a time. There is no way that opposing (or even friendly) SG ever meet. SG have no crew point cost, and appear automatically, unless the owner of the system desires otherwise. Once placed, they may be destroyed only by enemy action. An SG may not make a tactical jump.

WARP LINE GENERATOR SHIP (WLG *vulg*, bridge) An initial step toward the elimination of warp lines as a significant transport medium, but at this time still ungainly and expensive. Armed, but mainly of use in its primary roll. Complement 3000; mass 12 million tons; length (3 sections combined) 21km.

GAME USE: WLGs project an artificial Warp Line one level in every direction for use by friendly for use by friendly units only.

COMBAT RESULTS TABLE

Differential

DIE ROLL	-4 down	-1 to -3	0	1 to 3	4 to 6	7 to 9	10 up
1	NE	NE	NE	NE	NE	DISP	PW
2	NE	NE	NE	NE	DISP	LW	EW/LW
3	NE	NE	DISP	PW	EW	PW/EW	DE
4	NE	NE	LW	LW/EW	LW/PW	DE	DE
5	NE	EW	EW/PW	DE	DE	DE	DE
6	DISP	LW/PW	DE	DE	DE	DE	DE

DE— unit destroyed, remove from play.

DISP— unit dispersed, opponent places it in any empty level on the map.

LW,EW,PW— weapon system specified is damaged and out of action for the remainder of this combat phase. Place appropriate damage marker by unit. A weapon system may be damaged more than once.

NE— no effect, shot missed.

NOTE 1— StarGuards are never dispersed.

NOTE 2— When a unit receives its third damage result to any weapon system the unit is destroyed and removed from play. Dispersal isn't damage.

BOARDING TABLE

Odds Ratio

DIE ROLL	1-2	1-1	2-1	3-1	4-1	5-1 and up
1	NE	NE	NE	NE	NE	NE
2	NE	NE	NE	NE	NE	C
3	NE	NE	NE	NE	C	C
4	NE	NE	NE	C	C	C
5	NE	NE	C	C	C	C
6	NE	C	C	C	C	C

C = The Boarded unit is captured.
NE = No effect, no capture occurs.

NEUTRALS CHART:

−2	−1	0	+1	+2	+3	+4	+5
			roll once per turn for gaining neutral allies				roll twice per turn

UNIT COUNTER MIX

SUNTHROWERS   HOLY BAND

SUNTHROWERS	HOLY BAND
2 Field Generator Ships (FGS)	2 Field Generator Ships (FGS)
5 Missile Packs (MP)	3 Missile Packs (MP)
3 Ground Support Teams (GS)	3 Ground Support Teams (GS)
6 Rangers (R)	8 Rangers (R)
4 Star Cruiser (SC)	3 Star Cruisers (SC)
1 Probe (P)	1 Probe (P)
3 Warp Line Generator (WLG)	3 Warp Line Generator (WLG)
1 Jammerswarm (JS)	1 StarBuster (SB)
1 Luckship (L)	1 Luckship (L)
3 Pressorships (PS)	3 Emmissaries of Prayer (EP)
10 StarGuard (SG)	10 StarGuard (SG)
	1 Psycheship (PSK)
6 Force Counters	6 Force Counters
1 Neutral Judgment	1 Neutral Judgment

OTHER COUNTERS

DAMAGE MARKERS

8 each LW, EW, PW

3 Moving Star
5 Star Absent
6 Neutral StarGuard (SG)

"GOD"
is alive
and
well.....

Amtik the god had a problem. The universe was internal to his 400,000km long self. He was "god" to the universes' inhabitants. Unfortunately, only the Holy Band truly believed in and worshipped Amtik. The unruly Sunthrowers believed in Amtik's existance, however, they also believed that "life was not an end, but a by-product of systems design".

Amtik was in danger! The Sunthrowers were hurling stars at his universe sensor ducts. The Holy Band wanted his divine intervention. A sun in the ducts would dissipate poor Amtik and free his creations. While the Holy Band mightily struggled to believe and triumph, Amtik might even get bored and "turn-off" his universe----is a puzzlement.

HOLY WAR is a two player strategic game of "religious" war. It includes a 12" x 14" map representing three dimensions, a 24 page rules booklet, and 135 play counters. Ship types include Rangers, Probes, Warp Line Generators, Luck Ships, Star Busters, Jammerswarms, Pressorships, Psycheship, Emissary of Prayerships and more conventional combat types. HOLY WAR is by the designer of GODSFIRE and has similarities to that game.

03-1-013

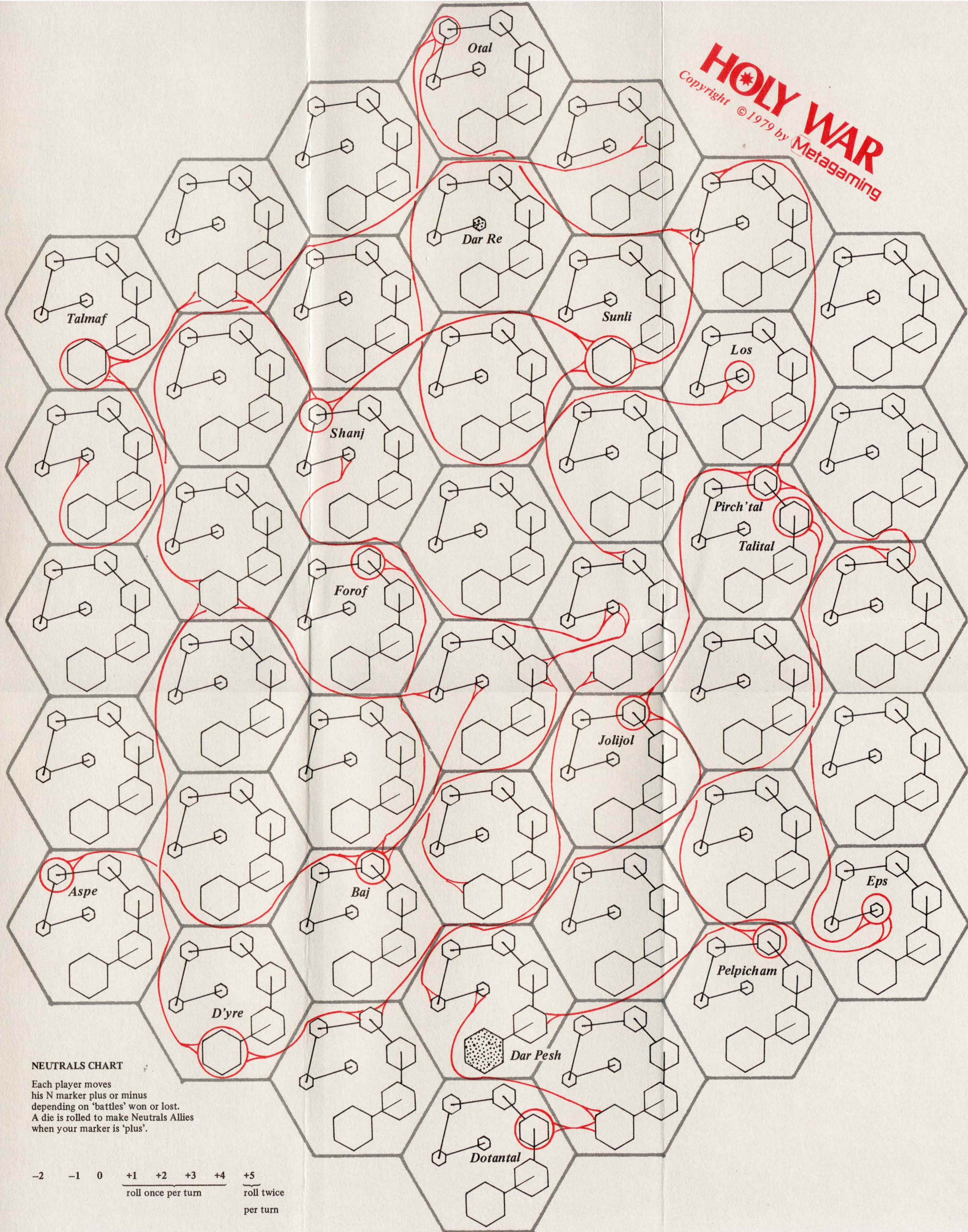| FGS 9	FGS 9	MP 4	MP 4	MP 4	MP 4	MP 4	GS 2	GS 2
2·2·0	2·2·0	7·3·0	7·3·0	7·3·0	7·3·0	7·3·0	3·3·0	3·3·0
SC 11	SC 11	R 6	R 6	R 6	R 6	R 6	R 6	GS 2
7·7·7	7·7·7	4·4·4	4·4·4	4·4·4	4·4·4	4·4·4	4·4·4	3·3·0
SC 11	SC 11	P 3	WLG 7	WLG 7	WLG 7	JS 8	L 8	PS 8
7·7·7	7·7·7	1·6·1	2·2·2	2·2·2	2·2·2	1·2·1	3·1·9	2·2·2
SG	SG	SG	SG	SG	SG	SG	PS 8	PS 8
22·20·11	22·20·11	22·20·11	22·20·11	22·20·11	22·20·11	22·20·11	2·2·2	2·2·2
SG	SG	SG	Force a	Force b	Force c	Force d	Force e	Force f
22·20·11	22·20·11	22·20·11						

NJ								
LW	LW	LW	LW	LW	LW	LW	LW	LW
EW	EW	EW	EW	EW	EW	EW	EW	EW
PW	PW	PW	PW	PW	PW	PW	PW	PW
NJ	SG 20·20·20	SG 20·20·20	SG 20·20·20	SG 20·20·20	SG 20·20·20	SG 20·20·20		

SG	SG	PSK 7	Force a	Force b	Force c	Force d	Force e	Force f
15·18·20	15·18·20	1·4·7						
SG	SG	SG	SG	SG	SG	SG	EP 8	
15·18·20	15·18·20	15·18·20	15·18·20	15·18·20	15·18·20	15·18·20	1·2·3	
SC 11	P 3	WLG 7	WLG 7	WLG 7	SB 9	L 8	EP 8	EP 8
6·7·8	1·5·2	1·2·3	1·2·3	1·2·3	2·4·3	3·1·9	1·2·3	1·2·3
SC 11	SC 11	R 6	R 6	R 6	R 6	R 6	R 6	R 6
6·7·8	6·7·8	3·4·5	3·4·5	3·4·5	3·4·5	3·4·5	3·4·5	3·4·5
FGS 9	FGS 9	MP 4	MP 4	MP 4	GS 2	GS 2	GS 2	R 6
1·3·3	1·3·3	4·2·2	4·2·2	4·2·2	2·3·1	2·3·1	2·3·1	3·4·5

HOLY WAR

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Otal

Dar Re

Sunli

Los

Talmaf

Shanj

Pirch'tal

Talital

Forof

Jolijol

Aspe

Baj

Eps

D'yre

Pelpicham

Dar Pesh

Dotantal

NEUTRALS CHART

Each player moves
his N marker plus or minus
depending on 'battles' won or lost.
A die is rolled to make Neutrals Allies
when your marker is 'plus'.

−2	−1	0	+1	+2	+3	+4	+5
			roll once per turn				roll twice per turn